BLUE-BOX® TOYS

ELECTRONIC CYBER PALS™

ENGLISH

Congratulations! You're going to have lots of fun playing with and taking care of your new **CYBER PAL.** By giving it lots of love and patience your pet will stay happy as you watch it grow from a baby into an adult. Whether you pick a puppy or a dinosaur, you can learn how to take care of your pet and play this 2 in 1 game by following these directions. Your pet will be born soon after you get started!

TO START

1. Remove battery isolator or press **RESET**.
2. Press the **ACCEPT** key.
3. Press the **MODE** key to choose English, then press **ACCEPT** to continue.
4. You can choose a puppy or a dinosaur to be your pet by pressing the **MODE** key, then press **ACCEPT** to continue.

PUPPY HEAD OR
DINO EGG

PET TIME SETUP

1. Press the **MODE** key to set the HOUR.
2. Press the **ACCEPT** key to set the MINUTES.
3. When correct time is set press **CANCEL** until you hear a long "BEEP".
4. Your pet will now be born in 3 minutes.
   HAPPY BIRTHDAY!!
5. Press the **ACCEPT** key anytime you want to switch from PET TIME to PET LIFE.
6. If you press **REVERSE** key 3 seconds or above, you will leave PET game mode and stay at real time clock mode only. Please press **REVERSE** key 3 seconds with Beep-tone for returning to PET game mode again.

* Once the PET Time is set, it cannot be changed until the game is over and you press the reset button.

KEY FUNCTIONS

Your **CYBER PAL** has 4 key operations:

MODE: selects icons on left side of the screen
ACCEPT: executes the icon functions
CANCEL: exits the selected functions
REVERSE: selects icons on right side of screen

14 PET FUNCTIONS

1. **FEEDING**
   - Your pet will gain 2 lbs. after eating one bowl of cereal.
   - Feed your pet fruit and bone so it will stay healthy and not get fat.
   - Give your pet a maximum of 15 cups of water. Too much or too little will make him sick.

2. **CHECK METER**
   This feature can be used to check the status of your pet.
   SCORE: 0 - 99
   AGE: 0 - 15 years old
   WEIGHT: 0 - 99g or lb
   MEAT: up to 4 full bowls
   MOOD: 4 degrees (gains 1 degree each time your pet wins a game.
   EDUCATION: 4 degrees (starts when your pet turns one year old)
   SEX: male ♂ or female ♀
   BABIES: 0 - 26
   WINS: 0 - 99

3. **GAME A**
   Guess if the card is higher or lower than 7
   - Press the **MODE** for lower than 7
   - Press the **ACCEPT** for higher than 7
   - Play 5 times. If your pet wins the game, the Mood Table will increase one degree.

4. **MEDICATION**
   This symbol " " will appear when your pet is sick. Inject medicine 3 times to make him healthy again.

5. **EDUCATION**
   When your pet roars for no reason (it's not sick, hungry, dirty etc.), he wants to study. A teacher's face will appear when in this mode. Teach him everyday from the time he is 1 year old. You must play with or feed your pet after each lesson.

6. **CLEANING**
   You must clean up after your pet when the dirt symbol appears or he will get sick.

7. **CLOCK/ALARM**
   An extra clock and alarm is available to remind you when it is time to feed your pet.
   TO SET CLOCK:
   - Press **ACCEPT** key then **CANCEL** key.
   - Press **MODE** key to set the HOUR.
   - Press **ACCEPT** to set the MINUTES.
   - When correct time is set, press **CANCEL** until long "BEEP" is heard.

   TO SET ALARM:
   - Press **MODE** key once or twice, the ICON will flash. Then press **ACCEPT** to start setting.
   - Press **MODE** key to set the HOUR.
   - Press **ACCEPT** to set the MINUTES.
   - When correct alarm time is set, press **CANCEL** until long "BEEP" is heard.

8. **GAME B**
   Guess if your pet will turn right or left. Play five times. If your pet wins, the Mood Table will increase one degree.
   - Press **MODE** for RIGHT of the pet.
   - Press **ACCEPT** for LEFT of the pet.

9. **WEATHER**
   The weather can change from sunny to rainy to snow. You must take care of your pet depending on the weather condition -
   SUNNY - take a bath
   RAINY - open an umbrella
   SNOW - put on clothes

10. **LIGHT ON/OFF**
    Your pet will go to bed at 9:00PM and wake up at 7:00AM. Please turn off the light when he is sleeping.

11. **HELP ALARM**
    You will hear a double "BEEP" when your pet needs to study, to be cleaned, to eat or to see a doctor.

12. **PET HOTEL**
    Please take your pet to a hotel when you are busy and don't have time to take care of him. Your pet's status will remain the same and PET TIME will pause until you release this mode and take him home again.
    - Press **ACCEPT** to show PET TIME. Then press **CANCEL** to get into HOTEL.
    - Repeat the same operation to release.

13. **TONE MUTE**
    Press **MODE** and **CANCEL** keys at the same time to turn off sound. Repeat again to resume sound.

14. **LINK**

INSTRUCTION OF LINK FUNCTIONS

(Combat or Mating)

1. You must first feed, educate and play games with your pet to build up its SCORE STATUS in the CHECK METER before you can link with another machine.
   • The LINK function will not work when the HELP icon appears. The appropriate steps must be taken to remove the HELP icon before the LINK function starts.
2. Two machines may be linked by selecting the LINK icon at the right end of the bottom row. Then press **ACCEPT**. Choose one of the following two modes:
   = WEAPON (for Combat)
   = HEART (both Hearts must match for babies)
   - Press **MODE** key to select Combat or Matching Heart function.
   - Different animals can fight against each other in the combat mode.
   - Only the same animals (one male and one female) will produce babies. If pets are under three years old they will not produce babies but play instead.

COMBAT FUNCTION

- Both players will then press the button. The screen will count down 5 seconds.
- The linked machines will then determine the following:
  I) Offense (the quicker one to press the button) - The pet will be shown in slow motion and is ready for combat.
  II) Defense (the slower one to press the button) - The pet will swing left & right to prevent getting attacked.
- The screen will then count down 10 -15 seconds. Both the offensive player and the defensive player must press a key to decide direction of attack.
  I) If the offense presses the **ACCEPT** key, a weapon will be shot out from the left side of the pet. If the defense also presses the **MODE** key, then the screen will show a shield successfully preventing the attack and the defense will win. If the defense presses the **ACCEPT** key then the pet will be directly hit by a weapon and the offense will win.
  II) If the offensive player presses the **MODE** key a weapon will be shot out from the right of the pet. All play patterns will be the same as above (I).
  III) The offensive pet attacks 3 times. The score will be shown as follows:

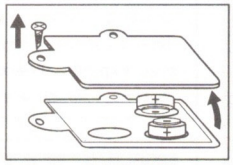
OFFENSE		DEFENSE
3 : 0	⟷	0 : 3
2 : 1	⟷	1 : 2

- Combat between offensive and defensive pets continue until one pet CHECK METER score falls below 5. At this time the screen will return to the starting graphic. A fresh game will then be played.
- For each fight the loser will lose score and the winner's score will stay the same. If the total score in the CHECK METER is ever reduced to 1 point, the age of the pet will drop to 0 and the weight to 1 lb. Your pet's graphic will also return to new born stage. It will not die. Check the CHECK METER after each game. (See PET FUNCTIONS in the instructions.)

PRODUCING BABIES (both hearts shown)

- Select and press the **ACCEPT** key. Both screens will count down for 5 seconds.
- IF:
  I) Different animal pets are shown, no babies can be produced. **CANCEL** this mode for another option.
  II) Both pets are male or both pets are female, no babies can be produced. **CANCEL** this mode for another option.
  III) There is a male and a female and they are the same animal, babies can be produced or they can play as friends.
- Pets under 2 years old only play together.
- Pets 3 years old and above also play together but if both pets win (both hearts shown) one baby will be produced each time.
- A maximum of 2 babies can be born each day but games can continue to be played.
- The screen will count down for 10 - 15 seconds. Each pet will individually play a riddle game to guess left or right 3 times.
- If both players win each screen will show a heart and one baby (or egg) will be born.
- If only one side wins both screens will show a broken heart and both players will have to try again.

Battery Installation



1. Use two 1.5 volt alkaline button cells (For each Cyber Pal)
   Type: Alkaline
   Size: LR44, A76, AG13
   Batteries included.
   Do not use rechargeable batteries.
   Do not mix old and new batteries.
   Do not mix alkaline, carbon zinc or rechargeable batteries.
2. **Warning:**
   The unit should only be powered by the above batteries. Make sure you have inserted the batteries correctly.
   Caution:
   Batteries to be installed by adult only.
3. Non-rechargeable batteries are not to be recharged.
4. Different types of batteries or new and used batteries are not to be mixed.
5. Exhausted batteries are to be removed from the toys.
6. The supply terminals are not to be short-circuited.

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BY BLUE BOX INTERNATIONAL LTD.
98 GRANVILLE ROAD, HONG KONG.

AUTHORIZED REPRESENTATIVE
BLUE BOX TOYS (EUROPE) LTD.
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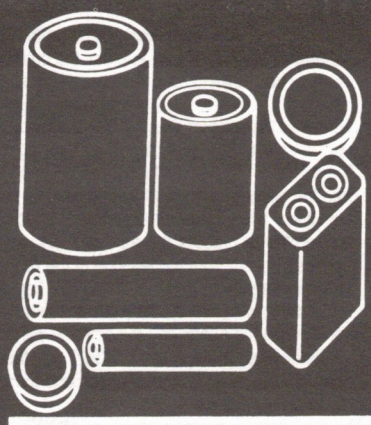
(YOU ARE ADVISED TO KEEP THE ABOVE DETAILS)

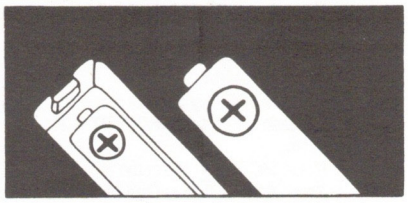


BATTERY SAFETY GUIDELINES

Used correctly, domestic batteries are a safe and dependable source of portable power. Problems can occur if they are misused or abused-resulting in leakage or, in extreme cases, fire or explosion.

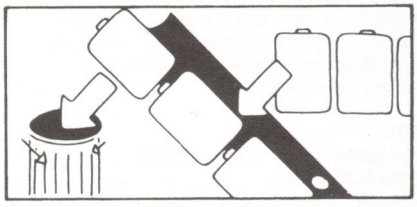
Here are some simple guidelines to safe battery use designed to eliminate any such problems.

ALWAYS



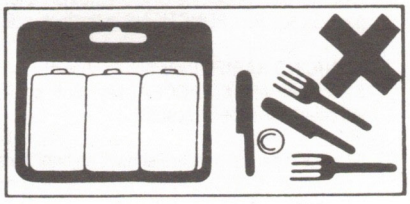
Take care to fit your batteries correctly, observing the *plus* and *minus* marks on the battery and appliance. Incorrect fitting can cause leakage or, in extreme cases, fire or even an explosion.

ALWAYS



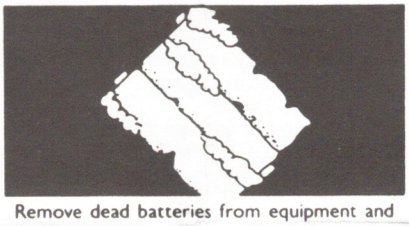
Replace the whole set of batteries at one time, taking care not to mix old and new batteries or batteries of different types, since this can result in leakage or, in extreme cases, fire or even an explosion.

ALWAYS



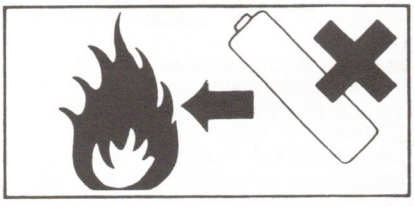
Store unused batteries in their packaging and away from metal objects which may cause a short-circuit resulting in leakage or, in extreme cases, fire or even an explosion.

ALWAYS



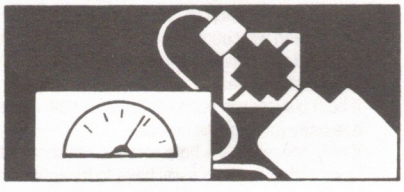
Remove dead batteries from equipment and all batteries from equipment you know you are not going to use for a long time. Otherwise the batteries may leak and cause damage.

NEVER



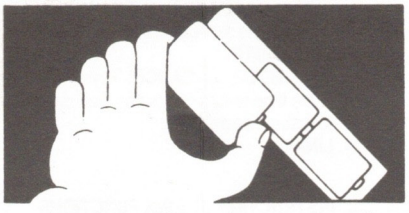
Never dispose of batteries in fire as this can cause them to explode. Please put dead batteries in with the normal household waste.

NEVER



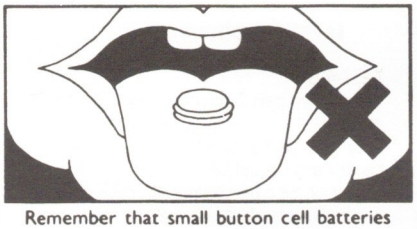
Never attempt to recharge ordinary batteries, either in a charger or by applying heat to them. They may leak, cause fire or even explode. There are special rechargeable batteries which are clearly marked as such.

ALWAYS



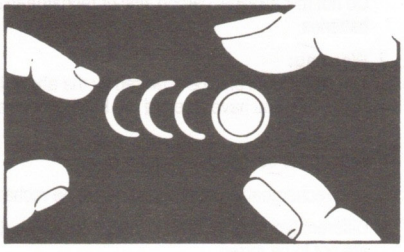
Supervise children if they are replacing batteries themselves in order to ensure these guidelines are followed.

ALWAYS



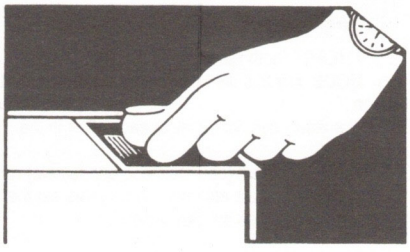
Remember that small button cell batteries such as used in some hearing aids, toys, games and other appliances, are easily swallowed by young children and this can be dangerous.

ALWAYS



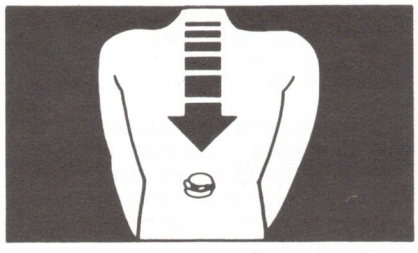
Keep loose button cells away from young children.

ALWAYS



Make sure battery compartments are secure.

ALWAYS



Seek medical advice if you believe a cell has been swallowed.

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